Dynamite
T.M.
Attention!
Attention!
New Men
on M★A★S★H
NO. 19
TV 3277

Keystone

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This month's *Dynamite* is brought to you for the first time on any stage or screen, complete and uncut, by Jane Stine, Wozney & Lucik Design, Linda Aber, Chip Lovitt, Debbie Sealey, Sharon Graham, Sheldon Sturges, Bruce Weber, Jovial Bob Stine, and the whole Hot Stuff gang—in living color.

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DYNAMITE
A Monthly Book From Arrow a Scholastic Book Club

Inside Stuff

5.

8.

26.

29.

Dynamite's Blasts...

2. Meet the New Men in M*A*S*H-ville: There are some new doctors in the house!
8. "How's Tricks?" Magic Wanda raps with Doug Henning.
11. Come Fly With Us: A *Dynamite* trip on a 747.
18. The Harlem Globetrotters: A visit with the clown princes of the court.

and Other Bombshells...

5. And Now a Word From Our Sponsor: A *Dynamite* blast at BADvertising.
6. Foto Funnies: Guaranteed to put you on the laugh track.
14. Checker It Out: New, fun games to play with checkers. Your move.
16. The Monthly Month: *Dynamite* gets into the spirit of '76.
20. Hot Stuff: Where it's at before it gets there.
22. Super-Heroes Confidential: Wonder Woman deals with the devilish Duke of Deception.
25. Dr. Poddle's Almanac: Frankly freaky facts to fracture your friends.
26. They'll Be There: Young champs train for the Olympics.
28. Count Morbida's Puzzle Pages: Brain twisters from a twisted brain.
30. Bummers: Headaches and hassles that won't help your day.
31. Good Vibrations: Straight talk and solid advice.
32. Tape a Chance: Fill out the questionnaire, will ya?
32. Just You Wait: You won't believe next month's *Dynamite*!
Inside Back Cover: The Arrow Book Bag.
Back Cover: Crazy cards, no cash please.
Plus: A magical poster!
And Dynamite checkers and game board!

For the men and women of *M*A*S*H*, the war rages on. Already well into its fourth season, TV's craziest cutups continue to wisecrack their way through the Korean War with their own brand of wartime wit. There have been a few personnel changes this year, but nutty nurses and screwy surgeons still carry on, leaving their audience in stitches. (Sorry about that one!)

★★★

"I got this part because of the spot I did on last year's *M*A*S*H*," Morgan told us. "I played this nutty general. I left at the end of the episode, dancing and singing 'Mississippi Mud.' Everybody thought I was crazy, but that proved it beyond the shadow of a doubt," Morgan remembered.

"Colonel Sherman Potter's a tough old bird. He dates back to the cavalry in World War I. He's fought in every war since, and unlike most of the M*A*S*Hers who were drafted, he's a career army man. So it might take him a little while to get used to all the characters."

Naturally, Morgan was a little uneasy taking over for McLean Stevenson. "Mac was such a well-liked character. I never imagined I'd take the place of someone the whole country loved, but it's gone so smoothly. I feel like I've been with the *M*A*S*H* people since the beginning, partly because I've watched the show since it began, but mostly because these people are so great to work with. I've never worked on a show that was so much fun to do. But, of course, I still have to be accepted by the audience."

Mike Farrell, who plays Captain B. J. Hunnicutt, echoed Morgan's thoughts. He admitted he has his work cut out for him, having to follow Wayne Roger's Trapper John, who with Hawkeye had the best one-two punch-line on TV.

"It's not going to be easy," Mike told *Dynamite*. "But it helps working with such a great bunch of people. When I got the part, Alan Alda called me up and we got together and talked about our parts. He's helped me a lot and I think it'll show.

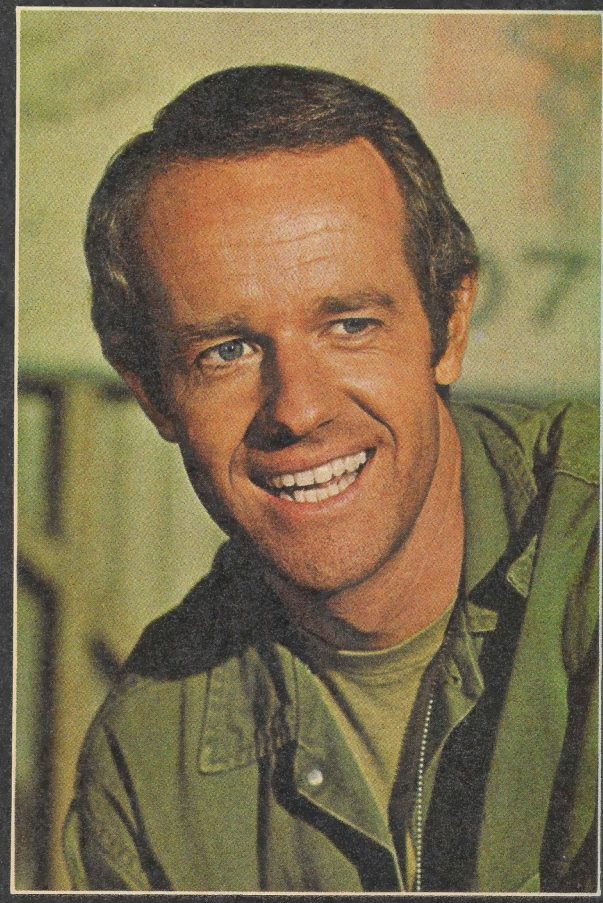
"My character won't be a straight man for Alan, or an imitation of Trapper John," Mike continued. "The first show, the writers slipped a compliment to Hot Lips into one of my lines. Loretta told me that's the first one she's gotten in three years."

But both Farrell and Morgan have nothing but compliments for the great material the *M*A*S*H* writers come up with week after week. "They are really something else," Morgan said. "They've developed each character so well they always seem to come up with the best lines for you. Take Corporal Klinger. Klinger's character is so wild, that I wondered how the writers would have a straight old army man like Potter adjust to Klinger's craziness. First time I see him, he is in his "full-dress" uniform and his diamond tiara.

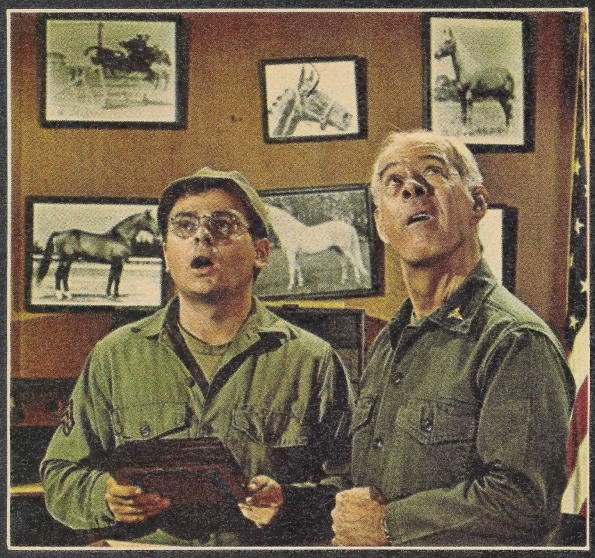
" 'Corporal Klinger,' I tell him, 'I've been in the army for a long time. I've seen all the dodges men use to try and get out, and some of them had a lot more class than you. There was one guy I remember who thought he was a daisy, and we had to water him twice a day!' "

Of course some of the funniest lines aren't in the script. As you would expect, the *M*A*S*H* crowd likes to joke even when the cameras aren't rolling. We watched

Mike Farrell (B. J.) joins Hawkeye in The Swamp.



Photography/ CBS



Radar and Col. Potter have something in common—they both love animals.

them film one scene where Radar is supposed to present Colonel Potter with a horse he, Hawkeye, and B. J. found. So Radar walks on, with his arm in the air as if he were leading an imaginary horse onto the set. "What's that, Radar," a voice calls from the darkness, "the Invisible Man's horse?"

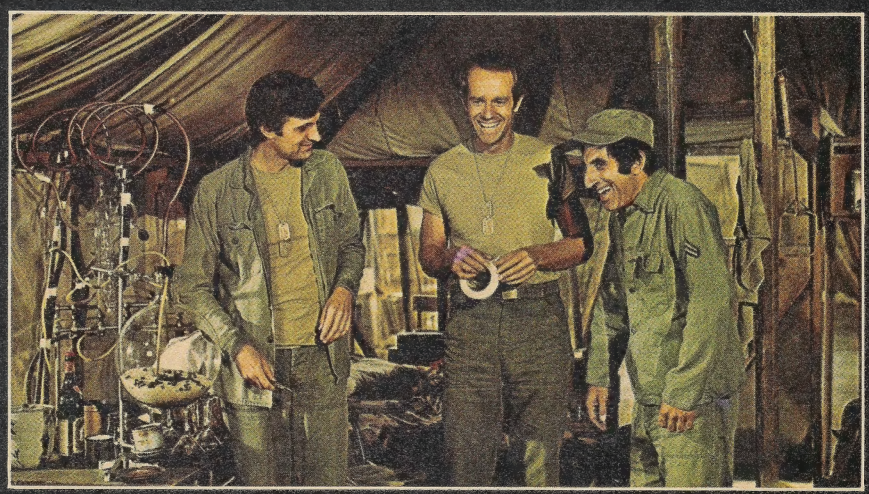
Later Alan Alda, who's directing another scene, calls for quiet on the set and the cameras start rolling. Major Burns and Hot Lips are trying to buy a wooden bust of Colonel Potter from Cho, a local man who'll sell *anything*. Finally they get what they want. "Check," says Major Burns in brisk military tones. Cho smiles and shakes his head. "No, cash only!" All the visitors along the sidelines have to muffle their laughter so it's not picked up by the sensitive microphones.

The scene is not an easy one. It takes six takes to get it perfect. Alan Alda is still smiling, even as the jokes are said for the sixth time.

During the break we spoke to Gary Burghoff to find out how he likes his new commanding officer. Although at first Radar compared him to his aunt with whom he spent 15 summers and came home with a stomachache every time, he says he likes his new boss. "I have a lot of respect for Colonel Potter," Radar told *Dynamite*. "He's an animal lover, like me. And besides, it's nice to have someone on the set who's as short as I am."

But even with all the joking, there is a serious side to *M*A*S*H*. Mike Farrell reminded us about the anti-war themes that run through each episode. "I think that *M*A*S*H* is the most intelligent way to show people the craziness of war. There's so much pressure during war that you have to joke about it to keep your sanity."

*M*A*S*H*'s war has gone on longer than the real Korean War, on which the show is based, but there's no doubt they're winning TV's most important war—the battle of the ratings. One thing *M*A*S*H* doesn't have to worry about is bombing. The only explosions that ever rock M*A*S*H-ville are ones of laughter.



The joke's on Klinger. The first time he puts on his uniform, he gets a rash!

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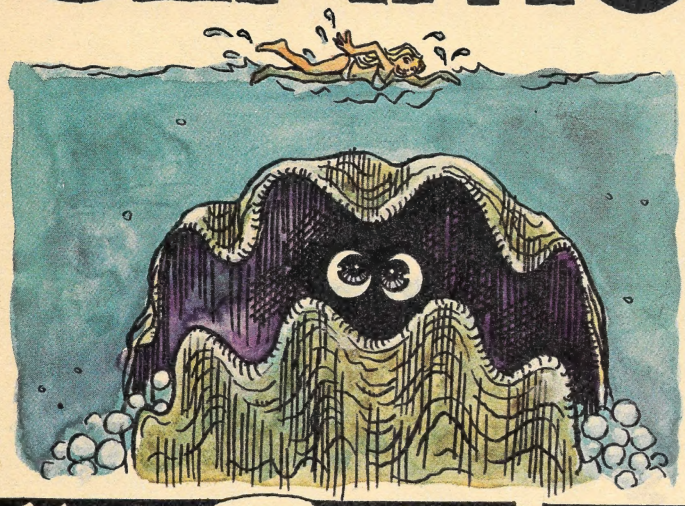
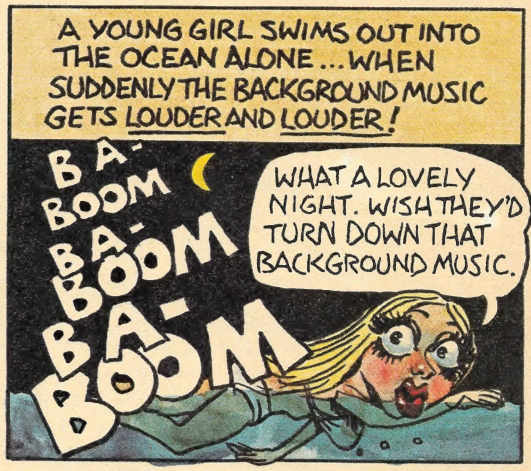
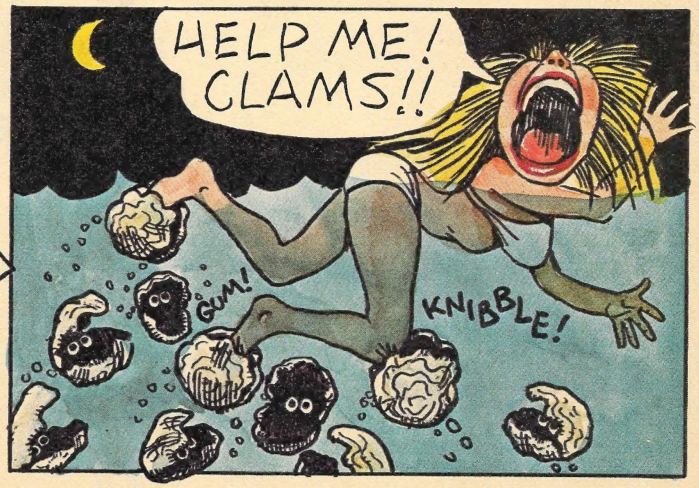
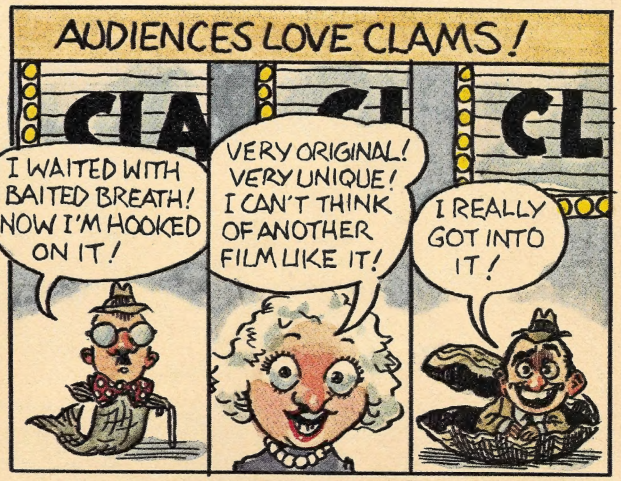
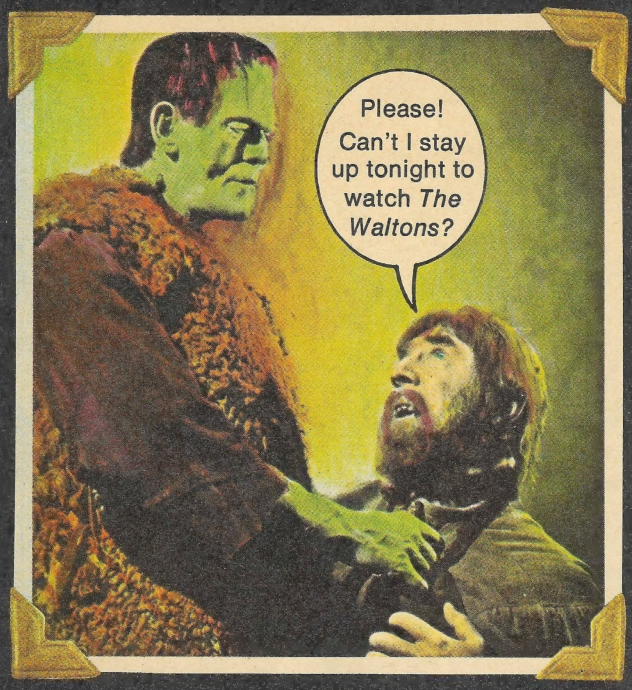


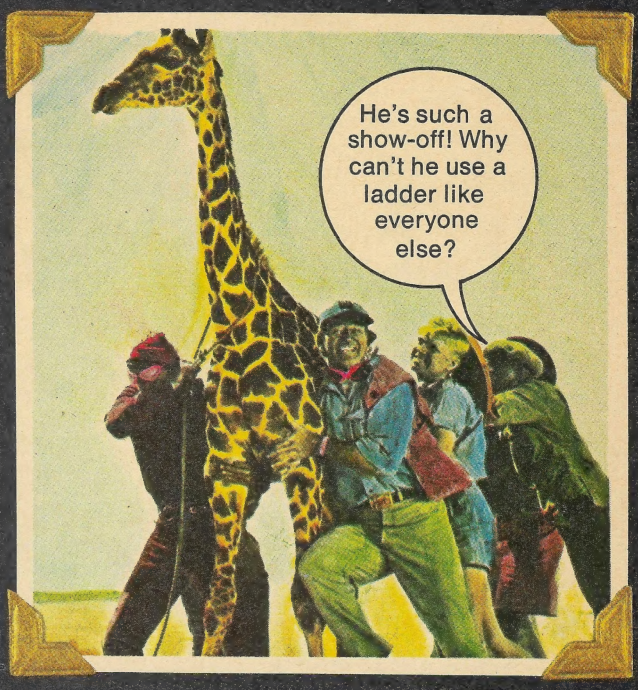

A YOUNG GIRL SWIMS OUT INTO THE OCEAN ALONE ... WHEN SUDDENLY THE BACKGROUND MUSIC GETS LOUDER AND LOUDER!
BA-BOOM BA-BOOM BA-BOOM
WHAT A LOVELY NIGHT. WISH THEY'D TURN DOWN THAT BACKGROUND MUSIC.

Illustration/Sandy Huffaker




AUDIENCES LOVE CLAMS!
I WAITED WITH BAITED BREATH! NOW I'M HOOKED ON IT!
VERY ORIGINAL! VERY UNIQUE! I CAN'T THINK OF ANOTHER FILM LIKE IT!
I REALLY GOT INTO IT!





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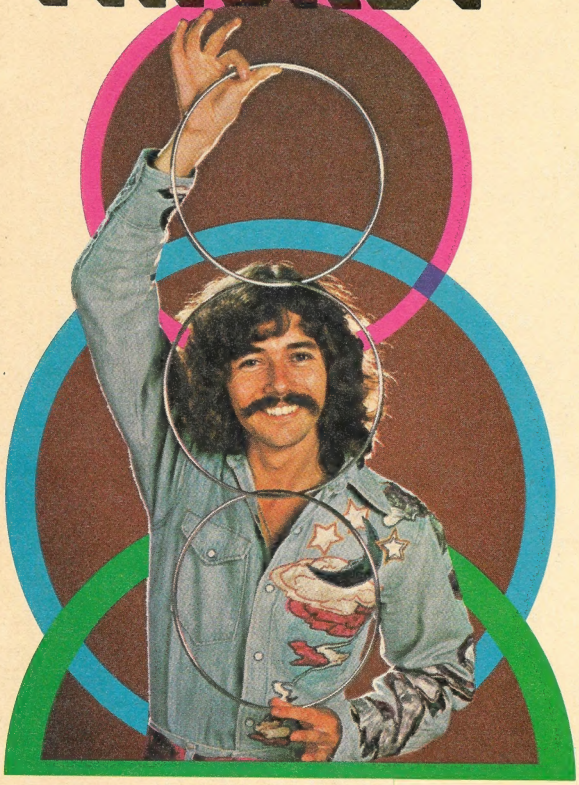
"HOW'S TRICKS?"



MAGIC WANDA MEETS DOUG HENNING!

Hi! It's me, Magic Wanda. What's happening? I'll tell you what's happening. This month I've got something really special for you. Doug Henning, one of the world's greatest magicians, is my special guest, and he's going to teach you one of his tricks. But before we get to that, let me tell you a little about Doug. He's unbelievable!

He's had his own show on Broadway, called *The Magic Show*, for over a year, and he's been blowing the audience's minds every performance. But you don't have to take my word for it. You'll be able to see this magic person yourself. He'll be on TV in a special called *The World of Magic* on Friday, December 26, at 8 P.M. (EST) on NBC. Check it out!

One of Doug's illusions from *The Magic Show* should give you an idea of just how amazing he is. Dig this. On the stage is a tall box with four doors on one side. A young woman, Doug's assistant, steps inside the box. Doug closes all the doors. To add to the excitement, he pushes four metal slats clear through the box at different heights. Then he tells his assistants to each lift off a section of the box and carry it to one of the corners of the stage. When the top box is lifted and the girl's head seems to be with it, the audience gasps in disbelief! Then the assistants put the boxes together again. When Doug opens the doors, there's a frown on his face. Talk about mixed-up characters! The girl's head is where her knees should be. Her feet are where her head should be. Her torso is at the bottom and her legs are below her feet. Doug quickly rearranges the boxes. He opens the door, and out steps the woman—a perfectly put together person! Now if that isn't magic, my name isn't Magic Wanda!

Doug likes to call his tricks "illusions" because they are so much more than just tricks. I mean, Doug changes a woman into a lion. He saws people in half. He makes his assistant float on the point of a sword. And he does Houdini-like escapes.

On the TV show, he's going to try one of Houdini's show stoppers, the Water Torture Escape. Doug will be handcuffed and submerged upside down in a tank of water. "I'll have two minutes to escape," he said. "I can't hold my breath longer than that!"

Doug's been into magic ever since he was a six-year-old kid in Canada. He started putting on shows when he was nine. "I took out an ad in the paper that said 'Have Rabbit, Will Travel,' and I did magic at parties."

Then Doug kept reading books and practicing. "Books are the best way to learn magic," Doug told me. "Most of the toy tricks that you see in stores are junk. They don't teach you anything."

Doug also learned a lot from master ma-

gicians like Slydini and Dai Vernon. "Slydini's the master of sleight of hand. You'll be talking to him and he'll keep reaching out and pulling flowers out of the air."

Doug also studied psychology, so that he could learn how the mind works and how to fool it. Then he studied acting, mime, and dance because, he says, "the real magic is in the presentations of your illusions. Everything you say and every movement you make count toward making your audience believe in your magic."

Doug doesn't reveal the secrets of his illusions. "Without secrecy, all the wonder of the magic would be gone," he told me. All the people who work with Doug have to sign pledges that they will never reveal his secrets. But if you turn the page, Doug will reveal the secret of a great trick called "Houdini's Prisoner Escape." He did it just for us. Doug Henning really is Dynamite! If you'd like to write to Doug, you can write to this address: Doug Henning, 35 W. 53rd St., New York 10019.

HENNING AND HOUDINI'S TIGHT ROPE TRICK

With a name like "Houdini's Prisoner Escape," you're probably thinking this trick will be as easy as pulling an elephant out of a hat. But don't worry, Doug did this trick when he was a kid, and he says it always left the audience fit to be tied!

THE TRICK

You're going to walk right through ropes that are tied around you and escape! You stand in front of the audience holding two ropes, each about 4 or 5 feet long. You place the ropes behind your back and hold two sets of ends out to the sides. Then two volunteers hold the ends—one volunteer on each side of you. You ask each volunteer to give you one of the ends and you tie those around your waist. Then you announce that when you clap your hands, the volunteers will pull on the ropes, you will step backward right through the ropes, and make your escape! One, two, three, clap! You're free!

HOW IT'S DONE

Watch Doug and you'll see how easy this is. First of all, you prepare the ropes before the show. You tie the ropes together with a thin white thread that will break easily. Trim the ends so that the knot is nearly invisible. When you show the ropes to the audience, hold your hand over the thread. Now this is really important: when you put the ropes behind your back, separate them so that you're holding both ends of one rope in your left hand, and both ends of the other rope in your right hand. Just like in this picture.

Now call your volunteers. Make sure they stand a little in front of you so they can't see behind your back. Now tie two of the ends around your waist in a single knot. (The other two ends are still held by the volunteers.) Tell them to hold the ropes tight—but not *too* tight. Count to three and clap your hands as you step back. The two volunteers then pull their ropes, the thread breaks, and you're home free—no strings attached! The audience can even check the ropes. The thread will have fallen to the floor, and they'll never see it. Terrific, huh?

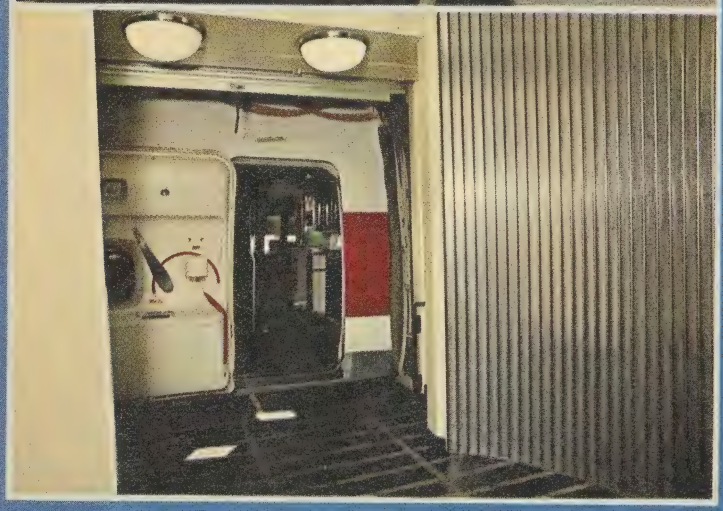
Before Doug Henning pulls a disappearing act to get ready for his show, I'd like to thank him for adding the magic touch with his grand illusion.

Love, Peace, and Magic,

Magic Wanda

"Ladies and gentlemen,
this is your captain speaking.
Welcome aboard this Boeing 747.
We'll be flying at an altitude of 35,000 feet
and cruising at a speed of 584 miles per hour.
Fasten your seat belts please,
and prepare yourselves for takeoff!"

Come Fly With Us!

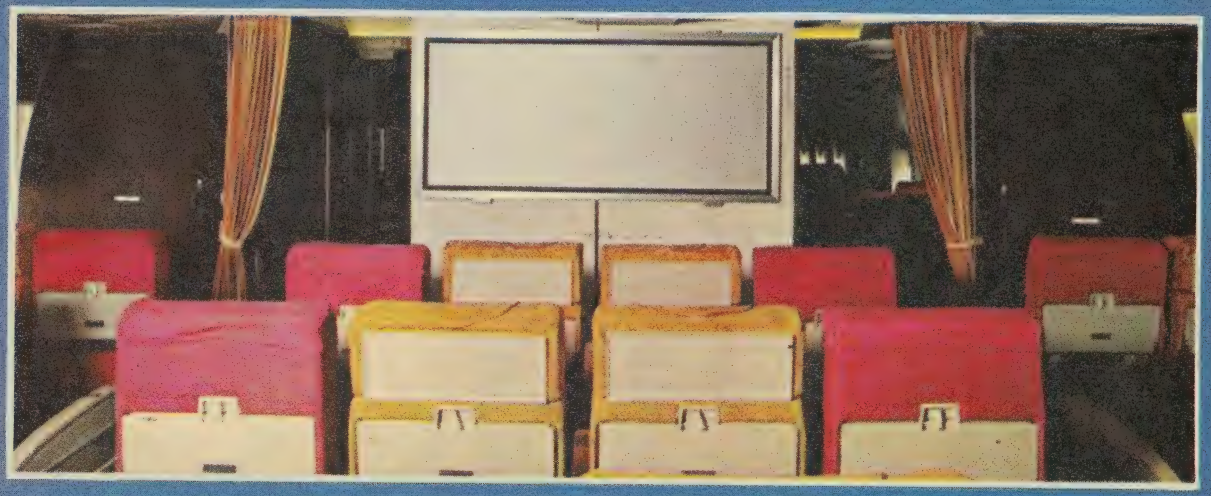


That's how it all begins aboard the giant airplane known as the 747. You've seen it on television, you've heard commercials on the radio. But *Dynamite* actually went on board one of these super planes to get a bird's-eye view of what it's really like. Now we've got our feet back on the ground and we're ready to put your head in the clouds with all the facts. Get set to join the *Dynamite* jet set!

"Incredible! It's so big!" we said as we walked on board. Most planes are wide enough for five seats across. This plane has ten seats across! And the length! We saw a mechanic making some last-minute adjustments to the stereo system so we asked him just how big this giant was. It looked bigger than a house! No—bigger than five houses!

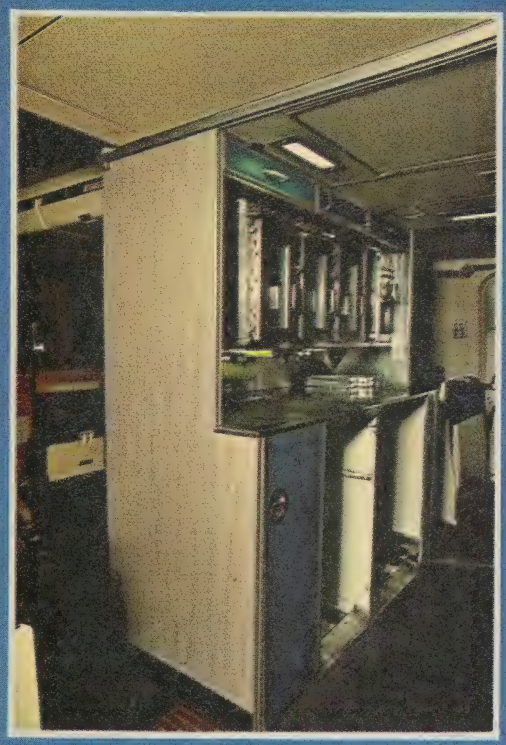
"It's even bigger than that," he said. "This plane is 231.8 feet long. The wings span a distance of over 195 feet! You wouldn't think that something weighing over 350 tons would ever get off the ground, but believe it or not it really does fly."

We believed it, but still we kept saying, "Incredible!"



While we were trying to get used to the size of the plane, a stewardess smiled and offered to show us around. "It's my job to make every passenger feel at home here," she said. "There are fourteen flight attendents on each flight. We try to make all 364 guests comfortable.

"The 747 is more than just the biggest passenger plane in the air," the stewardess said. "It's also a traveling movie theater. See those boards at the front of each seating section? Those are actually movie screens. The sound comes through earphones that you plug into your seat. At show time I just lift up the board and the projectors start rolling. All *you* have to do is sit back and enjoy the show!"



As she was pointing out the screens, we noticed something else that was—what else?—"Incredible!"

"Oh," the stewardess laughed. "You mean the ovens! Well, we have to feed a lot of hungry people. There are thirty ovens in all. That might seem like a lot, but believe me, there's more than enough food on board to fill them!"

She didn't know exactly how much food, but we did some checking on our own. Loosen your belt and feast your eyes on these figures: 100 pounds of meat, 150 pounds of vegetables, 266 cans of soft drinks, 760 pats of butter, 728 packets of sugar, 50 pies, and 20 pounds of after-dinner mints—all for one flight! It takes three trucks to carry all this food to the runway—and nine workers to load it all onto the plane. The food is cooked ahead of time and everything is in a little tray—like a TV dinner tray. The flight attendants just put the trays in the ovens to warm and then they serve the food.

We couldn't wait a minute longer. We just had to ask about the spiral stairway we'd seen when we first boarded the plane.

"Follow me," a man's voice answered. We turned around and came face to face with the captain of the 747. "These stairs lead to the first-class lounge for one thing, but they also lead to the most important part of the plane, the cockpit. That's where I sit, along with the first officer and the flight engineer."

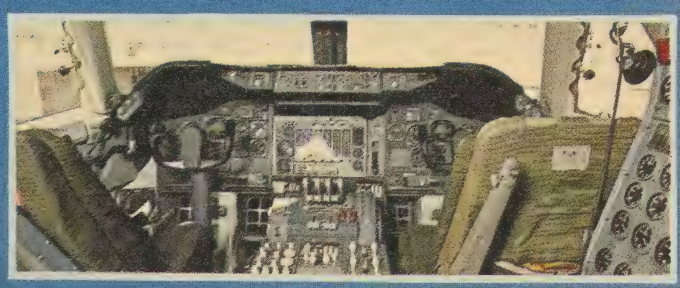
We followed the captain up the steps. At the top of the stairs there was a completely separate room. It was carpeted and very modern. It looked very much like a set from a James Bond movie. This was the lounge, where you could pass away the flight time playing cards or reading magazines. The captain gave us a minute to look around and then asked if we were interested in seeing the best seats on board.

Interested? You bet! We knew that this might be our only chance to get a look at what's in the cockpit, since only crew members and mechanics are allowed to enter this very private chamber. As we took our privileged peek, we were amazed to see a room filled with flashing lights, switches to flip, buttons to push, and gauges galore! How could anyone remember what to do?

"There are 139 separate items to check on before takeoff," the captain told us. "But don't worry about a thing." He pulled a printed sheet from a side pocket. "This is a special pilot's check-off sheet that reminds me and my crew of all the things we have to check. By the time a pilot earns his wings, though, all these instruments are just another part of the everyday routine!"

The first officer and the flight engineer entered the cockpit, and we knew it was time for us to leave. Back downstairs again we took our seats. A crackling noise came over the loudspeaker, and we heard a familiar voice.

"Ladies and gentlemen, this is your captain. Welcome aboard and have a pleasant flight!"



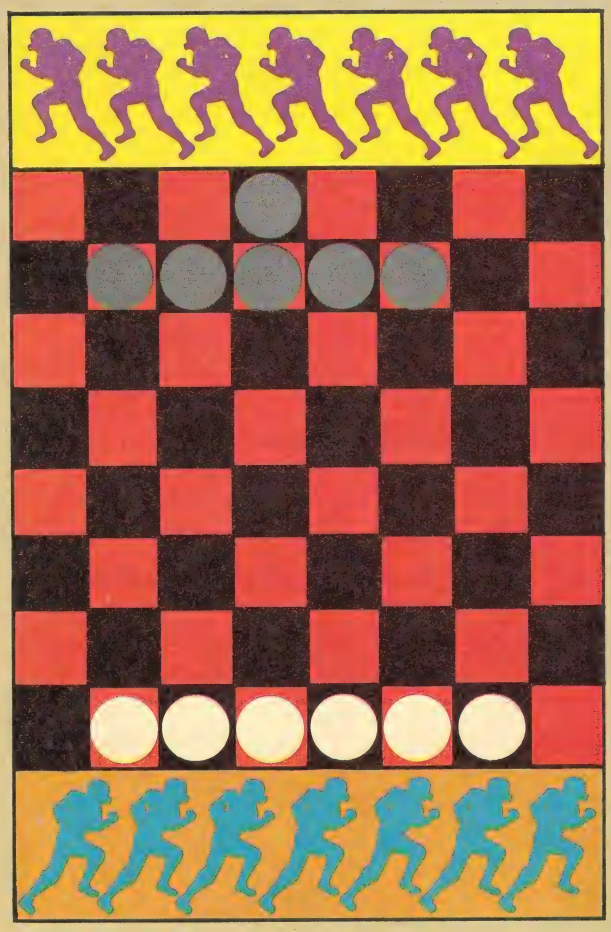
Photography/Paul DeGeorges

Check-er It Out

Want a chess-t of new games? If you have a checkerboard and some checkers, you've got it! That's right—checkers is not the checkerboard square it used to be. Kids all over the country are getting the jump on new and fun ways to play. *Dynamite* doesn't want you to be in the red, so we've given you the world's most Dynamite checkers set and now we're set to teach you some new tricks about an old game.

But first let's go back to square one. Where did checkers, or draughts, as they're called in some parts of the world, begin? No one is quite sure. There's proof that rulers of ancient Egypt played as early as 1600 B.C.! But the first book of rules wasn't published until 1547 A.D. Since then there've been hundreds of books on the game and many variations. In Spanish draughts, for instance, a king may move any distance along an open diagonal. In Damenspiel, the German game, an ordinary piece can move either forward or backward, while kings may move any number of squares. Polish and French draught boards have 100 squares (American boards have only 64), and in this version each player has 20 pieces!

Games and names vary, but whatever it's called, checkers is here to stay, so why be board? Join in the fun with a few *Dynamite* pointers to help get you squared away.

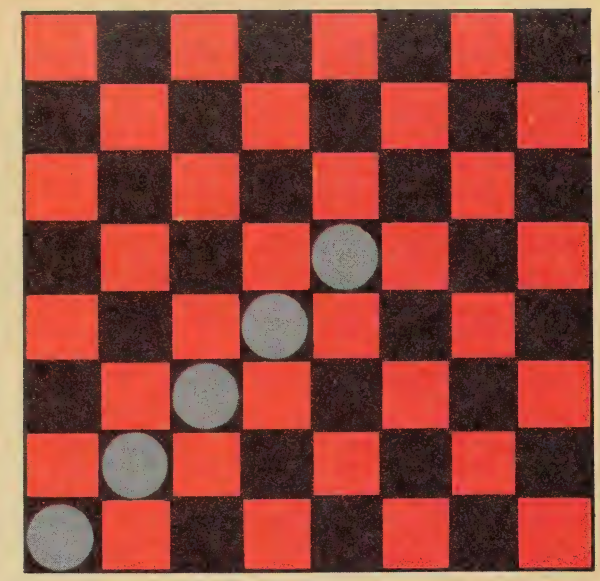


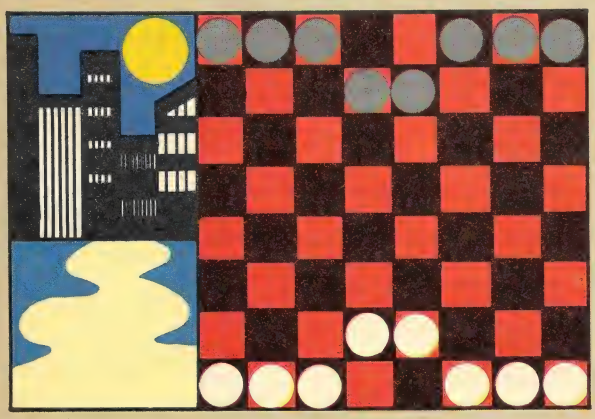
SQUARE YARDAGE

You can have a ball with **Checker Football.** It's a checker game with a big kickoff! Each player has a 6-man team. All squares on the board are used. A coin is flipped to decide which team carries the ball. The ball carrier (king or double checkers), as you can see, is alone in the back row. He has 5 linemen in front of him. Players take turns moving pieces one square at a time in any direction. A touchdown (6 points) is scored when the ball carrier (the double checker) enters the opposition's last line. A player may jump over any piece on the board including his own. Jumped pieces remain on the board. When the ball carrier is jumped, his team loses possession of the ball. That means you lose your second checker and that checker is transferred to the ball carrier of the other team. Players line up again after the loss of the ball and play starts all over. After a touchdown, you line up again —but the ball carrier keeps the ball. Each game requires four 10-minute quarters. Highest score wins. There's no limit to jumps.

CHECK TACK TOE

Five on a Line is series-ous fun. It moves very fast and takes a lot of concentration! To win you have to a-line skill and luck. Each player has 12 checkers. The object is to get 5 checkers in a row vertically, horizontally, or diagonally. Players take turns placing one checker on the board at a time using any of the squares. A player can be stopped from getting a row when the opponent places a checker in the way. If after all the checkers are on the board no one has 5 in a line, the players take turns moving their checkers one square at a time in any direction until someone gets a row of 5 and wins. There is no jumping in this game.





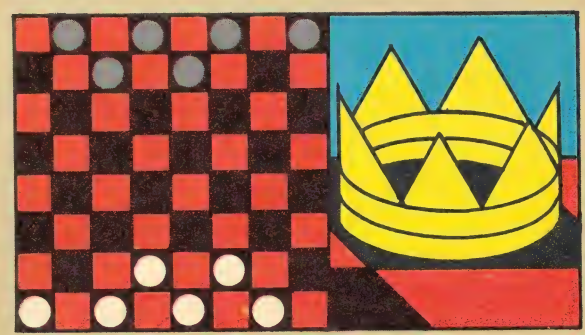
PUT A CAP ON IT

Playing **Capital Cities** is a capital idea, but you'll have to be on top of things to win. Each player has 8 checkers. All the squares on the board are used, both light and dark. Each capital is the 4th and 5th space of a player's back row. Capitals are protected by 3 men on either side and 2 in front (see drawing). You start by moving one square —just like in regular checkers. Checkers may be moved forward vertically or diagonally. Opposing checkers are captured by jumping, and double and triple jumps are allowed. Captured checkers are removed from the board. When a player gets into an opponent's capital (a checker in both the 4th and 5th spaces) the game is over.

KING FOR A DAY

In the game of **Kings** you'll get crowned—6 times. This is a super-speeded-up version of checkers. Kings (double checkers) are the only players used. Each player starts with 6 kings lined up on the black squares in the back 2 rows at the ends of the board (see drawing). Only black squares are used to play. Each player takes a turn moving, but kings are allowed as many jumps as they can get in one turn and can jump in any direction. Jumped kings are considered captured and are removed from the board. The game is over when all an opponent's kings are captured.

Now that you know we weren't playing games when we said checkers would leave you jumping, make up some checker games of your own and check in on a lot of fun!



January

5

PUNNY YOU SHOULD ASK

It's enough to make you gag, but o-pun up your heart and let the pun-shine in! It's Save the Pun Week. A week just made for capital pun-ishment.

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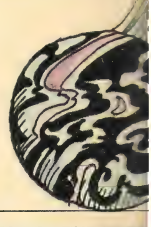
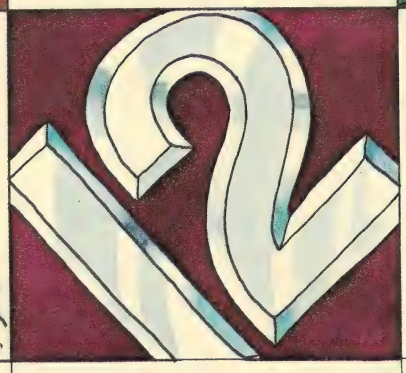


11 **THOUGHT FOR THE DAY**

Hang around with a real cool crowd—go stand next to some snowmen.



13

SOFT SHELL

Joe Gagnon of Everett, Washington, makes more than a half-baked attempt to make it into the record book. On this day, he stuffs himself with 437 clams in 10 minutes, becoming the greatest mussel man of all time. (1971)

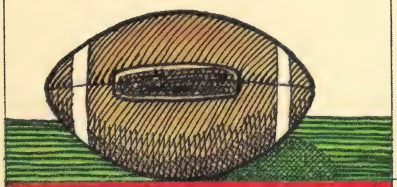
ON TAP OF THE WORL

That's where Roy Cast after tap-dancing his world's record. He cli heels and taps his toe blistering rate of 1440 per minute. This amaz however, leaves Roy pair of the old soft sh

14

18 **RAIDER OR NOT?**

Jet set and Steel-er yourself for a Giant day of football. If you can Bear it, the Chief event is Ram-med your way today—it's the Super Bowl.



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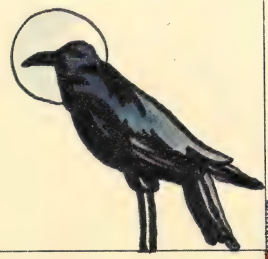
Edgar Allen Poe, born today in 1809, grows up to be a real fright-on character. His scary tales and poems are the scream of the crop.



20 **GOUDA 'NUFF**

In a rare bit of amazing dairy-do the Wisconsin Cheese Foundation creates the world's largest cheese on this day in 1964. It weighs 34,591 pounds. "That's nothing," says the Foundation. "You should see the hamburger we're putting it on."

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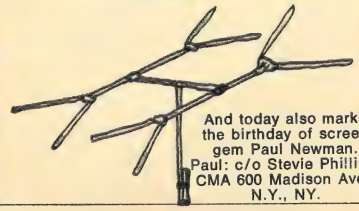

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NO HANG-UPS

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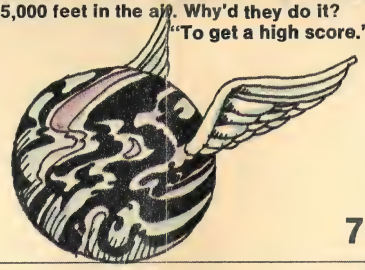

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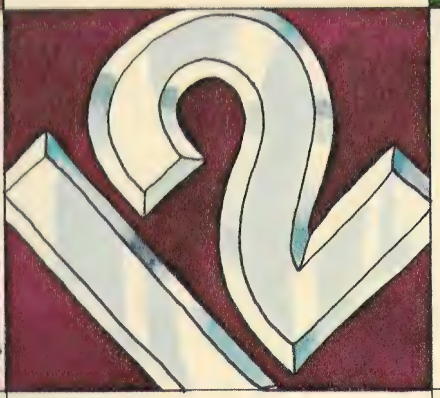
What's this doing here? Well, Elvis Presley is 41 today and we figured he could use a good laugh. Happy Birthday, anyway, Elvis. Elvis: c/o Abe Lastfogel, William Morris Agency, 151 El Camino, Beverly Hills CA 90212.

Asked why he did it he says, "It's a leap year, isn't it?"

9



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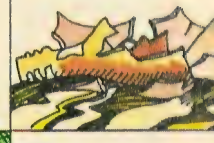

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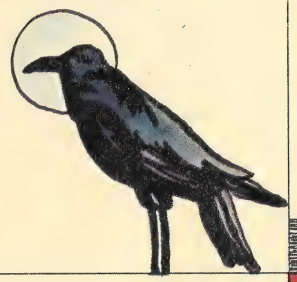

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21 SORRY, LONG NUMBER

When Sigma Nu Fraternity and Kappa Delta Delta Sorority say they want to have a long talk today in 1974 they aren't kidding. A 724-hour-long phone call is the longest connection on record. Both parties admit they're nothing but a bunch of phonies.

Speaking of tellies, it's Telly Savalas' birthday—send him a Telly-gram. Telly: c/o Jack Gilardi, CMA, 8899 Beverly Blvd., Los Angeles, CA 90048.

23

WRITE-

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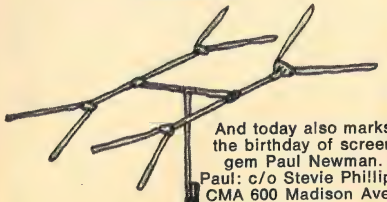

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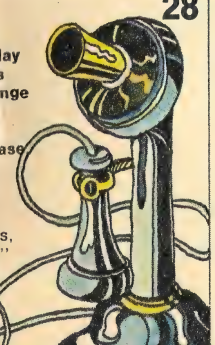
Speaking of operators, send Alan "Hawkeye" Alda a birthday card. Alan: c/o CBS, 7800 Beverly Blvd., Beverly Hills, CA 90036.



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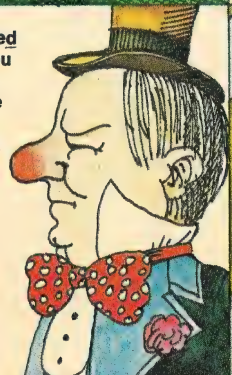


29

1976

1

GIVE HIM A HAND

President Theodore Roosevelt starts the year a bit shaken on this day in 1907. He hands himself the world's handshaking record shaking 8,513 hands. Guess Teddy couldn't bear to say no.

2

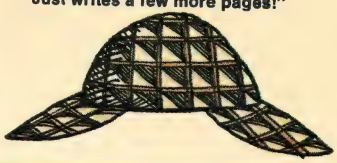
CRAZY LIKE A FOX-TROT

The Black Brothers of Bonn Dance Band really plays around today when it sets a new long-playing record for non-stop music-making—13 days and 9 hrs. Send them some band-aids.

Speaking of playing for a long time . . . it's Bobby Hull's birthday. Bobby: c/o Winnipeg Jets, Maroon St. Winnipeg, Manitoba.

3 HOLMES SWEET HOLMES

The great detective Sherlock Holmes
Was born around this time,
Wearing a cape, a two-way hat,
A pipe, and a nose for crime.
He said, "It's elementary
Solutions comes in stages.
When I get stuck Conan Doyle
Just writes a few more pages!"



LLEY UP!

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7

8

Gee you smell good. What are you wearing?

Clean socks

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Skater Kenneth Lebel finds setting a world's record is ice and easy. He jumps over 17 barrels for a total of 28 ft. Asked why he did it, he says, "It's a leap year, isn't it?"

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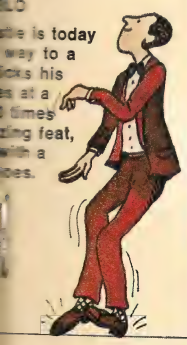


15

BIRTH OF A KING

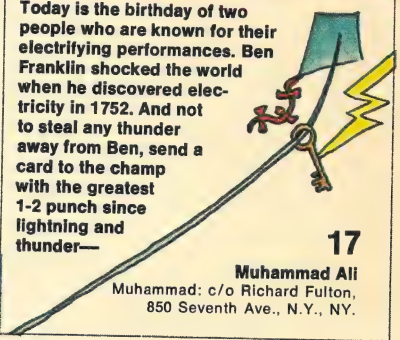
"I have a dream," Martin Luther King proclaimed 12 years ago. Help make his dream of brotherhood and peace come true by remembering his birthday today.

16

HOW DRY THEY WERE

On this day in 1920 the dry look becomes the rage as Congress bans booze to start prohibition.

Today is the birthday of two people who are known for their electrifying performances. Ben Franklin shocked the world when he discovered electricity in 1752. And not to steal any thunder away from Ben, send a card to the champ with the greatest 1-2 punch since lightning and thunder—



17

Muhammad Ali
Muhammad: c/o Richard Fulton, 850 Seventh Ave., N.Y., NY.

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's Telly Savalas' y-gram. Telly: c/o Beverly Blvd., CA 90048.

22

23

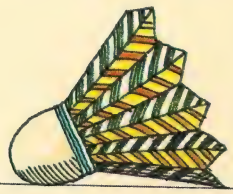
WRITE-HANDED

G. W. Bunbury sets the world's most ink-redible writing record on this day in 1894. He lets out his pen-t up energy as he writes 250 words per minute for 10 minutes. When asked how he feels he just says, "All write."

24

WATCH THE BIRDIE

The game of badminton was a lawn time coming, but when the first badminton club is formed on this day in 1900, it's finally a legitimate racket.



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29

30

31

On this day in 1958, Explorer I is the star attraction as it goes out to launch. The first U.S. satellite is designed to send back reports from outer space—at least that's the way the scientists plan-et.

Another star has a birthday today, Suzanne Pleshette. Suzanne: c/o CBS, 7800 Beverly Blvd., Beverly Hills, CA 90036.

ESDAY THURSDAY FRIDAY SATURDAY

The Clown Princes of the Court

What's the greatest basketball team of all time? The Bill Russell Celtics? The Lakers under Wilt and Jerry West? You aren't even warm. No matter how you add it up—points scored, games won, whatever—you'll get the same answer. The greatest basketball team of all time is the Harlem Globetrotters. Now, don't tell us the Globetrotters aren't a real team. They were founded in 1927— and that's long before most of the teams in the NBA. Didn't know that, huh? Neither did we, until we read a book called *Harlem Globetrotters* by George Vecsey, which tells the whole Trotter story—and there are quite a few surprises. (If you want the whole story, you can get the book from the Arrow Book Club next month.)

First of all, the Harlem Globetrotters are not from Harlem, they're from Chicago. Abe Saperstein, the white man who started the team, wanted to make sure that people knew that this was a black team so he named them after Harlem, which is the most famous black community in the U.S. Things were really tough in those days. The Trotters drove from one small town to another. The pay was bad. For their first game they earned $75, which they had to split six ways. The next day they earned $9.75. Try splitting that six ways!

In the early days the Trotters did not kid around much on the court. But after a while they realized that they could do almost anything out there and still win. One night they let just one player take every shot. Then they started learning fancy ball-passing tricks. They experimented with different ways to dribble. They bounced the ball off their opponents' heads. And whatever they did, the fans loved it. Soon the clowning became a regular part of the act. But they had a rule. They didn't start to clown until they were sure they were going to win the game.

What about today? The clowning is the most important part of the Globetrotters' act, but do they still play to win? Red Klotz coaches the team that plays against the Trotters. He has to be the losingest coach in the history of sports. "We've lost thousands

of games," he says, "give or take a few hundred either way." But, according to Red, neither Abe Saperstein nor the new owners of the Trotters has ever told him to lose a game on purpose. Red knows that a big part of his job is to help the Trotters put on a good show. So he really doesn't mind when Meadowlark passes the ball over his head. Red Klotz is definitely what you'd call a good loser!

Most people think that no white men have ever played on the Globetrotters, but that's not true. In the old days Abe Saperstein used to fill in whenever a player was sick. Later Bunny Levitt played with the team. Bunny was the greatest free-throw shooter of all time. He could even make foul shots blindfolded. Then during World War II, a player named Bob Karstans joined the team, but since then, all the Trotters have been black.

Here's another thing you might not know —there are actually two Globetrotter teams. Meadowlark Lemon and Curley Neal lead one team and Geese Ausbie and Marques "The Magician" Haynes lead the other. It's only on TV that these four are together as stars of *The Harlem Globetrotters Popcorn Machine.* The other Trotters on the show are Nate Branch, Tex Harrison, Wolfman Lee, B. J. Mason, and Little John Smith.

The TV show has given the Globetrotters the chance to show off talents that don't have anything to do with basketball. For example, the show has given Meadowlark a chance to show off his musical abilities.

Speaking of Meadowlark—do you know what his real name is? It's not Meadowlark. It's Meadow George Lemon III. Poor Meadowlark was out of the country on tour when his son was born. When he heard that his wife had named the boy Meadow IV, he nearly went nuts. "With my name I had to fight every day," he said. They changed the boy's name to George!

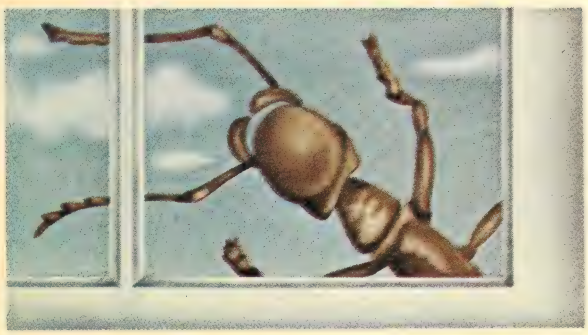
Of course Meadowlark's days of fighting over his name are long gone. Now the name Meadowlark of the Harlem Globetrotters brings out the cheers not the jeers.

Above left: The Globetrotters pose with their secret weapon, Rodney Allen Rippy.

Below left: The Robin Hood story gets the full Trotter treatment.

Below: The Trotters as they appear on TV in CBS's *The Harlem Globetrotters Popcorn Machine.*

HOT STUFF

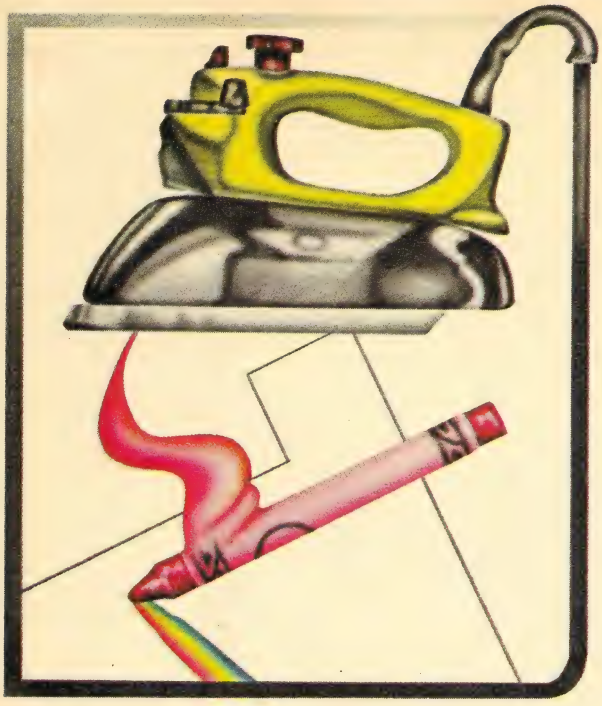


Season's Eatings!

It's wintertime! Snow is falling, icicles are hanging from the rooftops, and temperatures are below freezing! It's the perfect time for a picnic! But wait a minute. Before you hire a snowplow to clear off the road to your favorite picnic spot, try this idea instead. Have an indoor picnic complete with blanket, deviled eggs, thermos bottles of hot chocolate, and a basket full of picnic goodies. Invite a few friends to this off-season event and tell them to bring their picnic baskets. Spread a blanket on the floor, or a red and white checked tablecloth on a card table, and bring out the food! This is one picnic that might attract your uncles, but never the ants!

A time-saving idea!

You can stop a watch, you can stop a clock, but you can't stop time. You can always *save* time, though, and here's a *Dynamite* way to do it. Make your own time capsule! A time capsule can be just an ordinary shoebox as long as it is filled with things that are special to you. A recent picture of you and a friend, a funny note passed to you in the lunchroom, the invitation for the best party you ever went to, souvenirs—all these things are worth saving. Put them in your time capsule and stash it away on a top shelf in your closet. The fun part is opening it up a year or maybe even five years later! By that time you'll have forgotten all about that crazy note, the party, your trip to Ohio, and maybe you'll look at that picture and wonder how in the world you and your friend could ever have gone out looking like *that*! A time capsule is a great way to take a moment and turn it into a memory. Plan today to save tomorrow!



Illustration/Phil Slagter

Iron. Man!

Do-it-yourself iron-ons are jumping off the drawing board and onto the ironing board with results that would flat-ter and impress even the starchiest personality! It's an idea hot out from under the presses, and is *so* hot you just might want some help handling it. Ask someone with an iron will to assist you.

To make permanent iron-on transfers of your own design you'll need crayons, cloth, a piece of plain paper, and an iron. Press hard on the crayons as you draw your design on the piece of paper. Keep in mind the fact that the design will appear in reverse when you transfer it. Set the iron on the temperature right for the fabric you're transferring your design to. Place the drawing crayon side down and iron slowly over it. Remove the drawing and you're finished! When you wash it use cold water.

Create a Dynamite design for your T-shirt. Turn your pillowcase into a showcase. Make a wall hanging for a friend. Turn on to iron-ons; they won't leave you flat!

Jimmy Prudhomme of Vicksburg, MS, wins a Hot Stuff T-shirt.

Mounds of Munchies

Don't let the cost of candy keep you from enjoying the sweeter things in life. With this *Dynamite* recipe you can make pounds of chocolatey mounds of candy right at home! You'll need your favorite chocolate syrup, some shredded coconut moistened with a little milk, a piece of wax paper, and a cookie sheet. Spread the paper on the cookie sheet. Then put heaping spoonfuls of moistened coconut on the paper about two inches apart. Now, carefully drip the chocolate syrup over each mound of coconut. Put the whole cookie sheet in the freezer overnight, and the next day you'll have bite-size bits of goodness just waiting to melt in your mouth! Add some almonds to the mixture for a real almond joy! With the money you save making your own candy you might even offer to chip in on the next dentist bill!

Hic-Story Repeats Itself!

Next time you get a bad case of the hiccups, don't get hic-sterical. Get sugar. That's right, ham isn't the only thing that can be sugar-cured. You too can be cured shortly and sweetly. Just a spoonful of sugar without water will kick the hics right out of your system. You don't believe it? Come on (hic), would we lie (hic) to you? (hic) (hic)

SUPER-HEROES CONFIDENTIAL

This Month: The Duke of Deception's Downfall

Over the last thirty years, there have been a lot of changes in Wonder Woman's crime-fighting career. She's lost her powers and gained them back more than once. Still, there's no reason to underestimate the powers of Wonder Woman.

One villain who's made that mistake more than once is the Duke of Deception, one of Wonder Woman's oldest foes. When we last left our heroine, the deadly Duke had taken away her powers by tying her wrists with her magic lasso. Then he tucked her into a bed of nails so she'd be sure to get the point. Follow this eyewitness account as told by the Green Arrow, Wonder Woman's fellow super-hero, and see the amazing Amazon turn the tables to nail her nemesis!

"I'LL BE A GREEN-FEATHERED COCKATOO IF WONDER WOMAN DIDN'T SPRING RIGHT UP AS IF SHE'D BEEN LYING ON A MODERATELY UNCOMFORTABLE MATTRESS..."
NOW--BEFORE YOU CAN PUT US UNDER ANY MORE DELUSIONS--
N-NO! DON'T TOUCH ME--!
DON'T TOUCH YOU? --YOU'RE LIKE ALL MEN WHO DREAM OF PETTY POWER!
AND DON'T THINK YOU CAN STOP ME BY DISGUISING YOURSELF!
WITH YOU IN CAPTIVITY, YOUR ILLUSIONS ARE EVEN NOW VANISHING AND PEOPLE'S MINDS ARE CLEARING!
CHANGING YOUR OWN FORM IS THE ONLY OLD TRICK YOU HAVE...
...LEFT... EH?
YOU WERE SO USED TO THE FEARSOME IMAGES I CONJURED UP, WONDER WOMAN...
...THAT A GREASED PIG MANAGED TO SLIP AWAY FROM YOU!
TOO LATE, OLD MAN!
NOW I'VE GOT ALL THE ADVANTAGES!
18

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NOW-- TELL ME WHAT YOUR MOTIVES ARE!
TELL ME WHY YOU TRIED TO THROW ME AND EVERYONE IN THE UNITED NATIONS BUILDING INTO CONFUSION!
YES... I WILL TELL... EVERYTHING...
SHE'S GOT HIM! GUESS I CAN GO MAKE MY REPORT!
I PLANNED BY DRIVING THE UNITED NATIONS DELEGATES MAD...
...TO MAKE MYSELF THEIR MASTER!
I'D PLUNGE THE ENTIRE WORLD INTO WAR... AND MAKE MARS, THE WAR-GOD, BOW TO ME...
...AS MARS ONCE MADE ME BOW TO HIM!
YOU THREATENED TO PLUNGE THREE BILLION PEOPLE INTO ANNIHILATION-- SO AN ARMORED BARBARIAN WOULD BE IMPRESSED--?
I'M TAKING YOU FOR A RIDE ON MY ROBOT PLANE-- AWAY FROM THE FOUL WORLD OF MEN...
...TO A PLACE WHERE APHRODITE CAN DEAL WITH YOU!
19

A DEFINITIVE DISPLAY OF THE DUKE OF DECEPTION'S DEVIOUS DOINGS

What are the Duke's powers?

The Duke can create strange delusions in his victims' minds so that they see whatever figure or shape the Duke wants them to see. As you can see from his battle with Wonder Woman, he can change into any weird creature in a matter of seconds. He is the ultimate master of disguise, able to impersonate anyone he chooses. Actually, the Duke doesn't change his shape, but the victim thinks he has. When Wonder Woman tried to slip her magic lasso around the Duke earlier, he seemed to split into four separate images of himself. Only one was real, but Wonder Woman couldn't tell which was the real Duke.

The Duke's delusions can also make the victims think that their own shapes have been changed. Wonder Woman knew that she wasn't lying on a real bed of nails, but she was still trapped by the delusion.

How did she escape from the bed of nails?

Wonder Woman was not about to take the situation lying down. She has amazingly strong powers of concentration, so she tried to battle the Duke's spell. The Duke's power was so strong he controlled not only hundreds of spectators, but also the Green Arrow. While the Duke had her trapped, Wonder Woman knew that the Duke's power on her wasn't at full strength because he was using it on so many people at once. She aimed a steady stream of insults at her foe until the Duke grew angry. For a split second, his hold over her weakened. That was all the time she needed to break his spell.

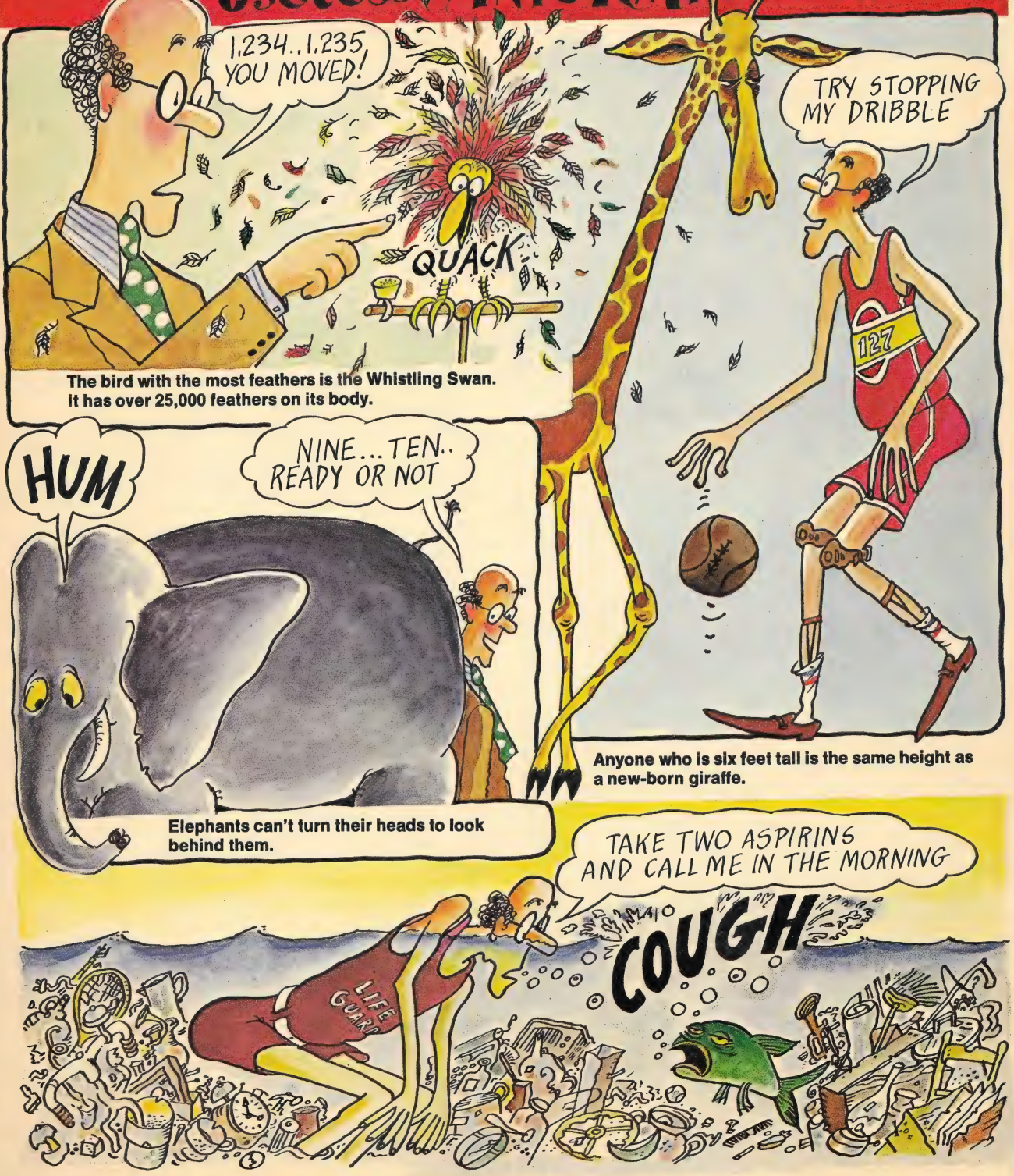
What was the Green Arrow doing on Wonder Woman's turf?

As Wonder Woman's fans all know, she left the ranks of the Justice League of America a few years ago when she lost her powers. When she regained her powers, the JLA decided to reconsider her for membership. So they assigned Green Arrow to watch her activities and see if she was fit to rejoin the League. As of now, the JLA has still not decided whether to let Wonder Woman back into the League—but all her fans are pulling for her.

What is the Duke's origin?

When Wonder Woman first burst on the super-hero scene, the devious Duke was just an underling of Mars, the god of war, one of Wonder Woman's worst foes. The Duke's main activity in those days was provoking wars on Earth. Then Mars ordered him to kidnap Wonder Woman. His powers were a little different then. Instead of being able to turn himself into a shape, he first had to fashion models of all the people he was to impersonate. He impersonated Wonder Woman and attempted to capture her. Wonder Woman defeated him easily. When he returned to Mars's headquarters, the angry god of war locked him in a dungeon. But the Duke schemed and led a successful revolt against Mars. His powers grew even stronger as he waited for the day he'd face Wonder Woman again.

Mr. Poodle's Almanac of Useless but True Information



The bird with the most feathers is the Whistling Swan. It has over 25,000 feathers on its body.

Anyone who is six feet tall is the same height as a new-born giraffe.

Elephants can't turn their heads to look behind them.

Scientists have found that fish cough, and the more polluted the water the more they cough.

Illustration/Paul Peter Porges

There are some athletes who never have time for an off-season. They train year round in four-year surges of energy, all for one goal—a chance to compete in the Olympic Games.

The road to the Olympics is paved with possible disasters. For an athlete to make it to the Olympics, he or she must be great, must stay healthy, of course, and must be at their peak at the Olympic trials. Only the best three athletes in any event may represent their country at the games.

Mike Gerard is a champion archer, and Jill Sterkel is a swimmer. Although their sports are very different, the athletes have something in common. They're both hoping that when the 1976 Olympics are held in Montreal—

They'll Be There!

Shooting Star

Bob Walker

"Archery is a new sport in the Olympics," Mike Gerard told *Dynamite*. "In fact, the 1972 games in Munich were the first games to have an archery event."

Of course, archery is on the schedule at Montreal, and Mike has a pretty good shot at making the team. Despite the fact that he is 14, a lot younger than the competition, he has done very well.

Last spring he competed in the National Indoor Championships in Pennsylvania. He was in the men's, not the junior, division. "The competition was tough," Mike said. "You blow one shot and the other guy's going to beat you."

Mike wasn't kidding. After shooting all day, Mike was tied for first place with a score of 1,441 points. The man who came in third had 1,440. Because of some technicality, the judges first said that Mike's opponent had won. But several weeks later they decided they had made a mistake, and Mike became the National Indoor Champion.

"In the Olympics you shoot from 90 yards away," Mike explained. "From that distance a 9-inch bull's-eye looks the size of a pea."

Mike only started shooting three years ago. "I joined a club in San Rafael, California, my home town, and there were tournaments each month. I was shooting really well, when all of a sudden I couldn't aim anymore. I had what they call 'target panic.' Almost every archer has had it at one time

or another. It's a mental thing where your arm seems to get tired and you just let the arrow fly—usually off center."

It took some time, good advice, and a little device called a clicker to beat the problem. "There's only been one archer who didn't use a clicker to get rid of target panic," Mike told us. "That was Vic Berger. He's amazing. He once scored 899 out of a possible 900. He put five arrows into a 3-inch bull's-eye, round after round."

Mike has racked up some pretty impressive scores himself. At one tournament, he shot a 1,262 out of 1,440. That was better than one of the scores of the gold medal winner at the last Olympics.

About the Olympics, Mike said he was lucky. "Since I'm younger I'll have two chances. If I don't make it to the Olympics next year, I can always try the next time around."

Hundred-Meter Maid

Swimming World

Old George Blanda is still going strong at age 48. Hockey's Gordie Howe just retired at 47. You're never too old. Unless you're a swimmer. Remember Mark Spitz? He wowed the world at the '72 Olympics. Then he hung up his trunks for good at the age of 22! Of course, swimmers start young, too. Jill Sterkel of Hacienda Heights, California, is a champion at 14, but she started racing when she was five and a half!

"Actually, it seems like I've been swimming since the day I was born," Jill told *Dynamite*. "I come from a swimming family, and I've practically lived in water."

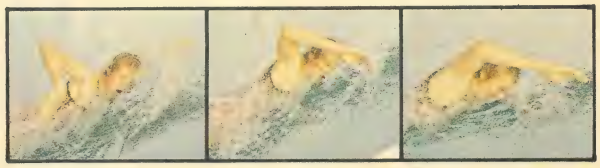
Last summer Jill was training for the 100-meter free-style competition at the Pan American Games, which meant that she spent about four and a half hours in the pool every day.

"In the morning I'd work out for about two and a half hours. I'd do forty 100-yard sprints at nearly top speed." We figured it out. That's about two and a half miles of swimming! But all the training paid off. Jill's best time for the 100 meters, the Olympic distance, was a terrific 58.3 seconds. The Olympic record is 58.6!

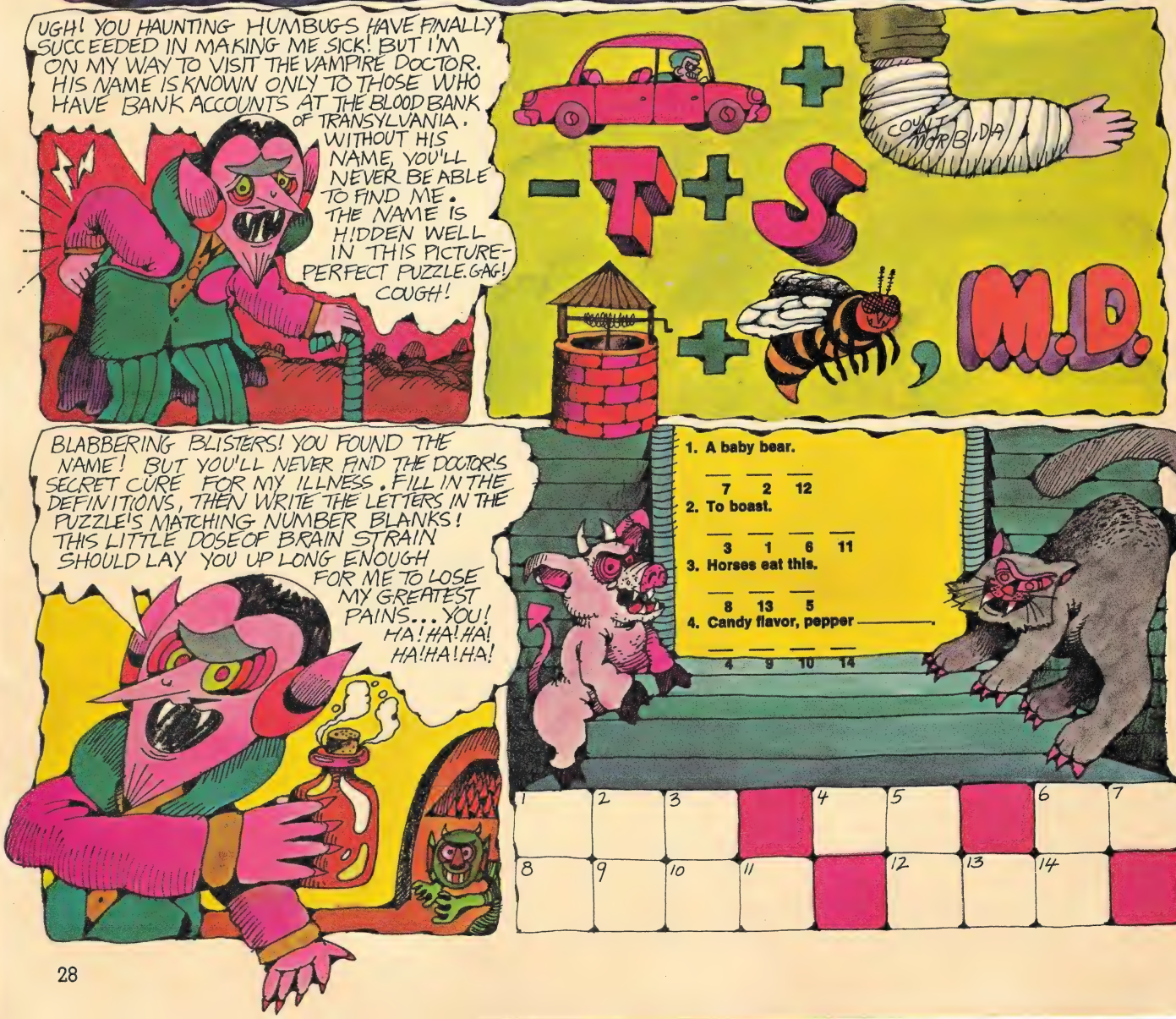
Jill works out with the help of her coach, Don La Mont. "He's not an easy teacher," Jill said. "He makes me work six days a week, sometimes seven. And it's even tougher when school is out in the summer."

All of the work is directed to one short week in Montreal in 1976. Does an Olympic medal mean that much?

"If I get a real chance in the Olympics," Jill said, "it will all be worth it."



COUNT MORBIDA'S MONTHLY PUZZLE PAGES


UGH! YOU HAUNTING HUMBUGS HAVE FINALLY SUCCEEDED IN MAKING ME SICK! BUT I'M ON MY WAY TO VISIT THE VAMPIRE DOCTOR. HIS NAME IS KNOWN ONLY TO THOSE WHO HAVE BANK ACCOUNTS AT THE BLOOD BANK OF TRANSYLVANIA. WITHOUT HIS NAME, YOU'LL NEVER BE ABLE TO FIND ME. THE NAME IS HIDDEN WELL IN THIS PICTURE-PERFECT PUZZLE. GAG! COUGH!
COUNT MORBIDA
-T+S
M.D.
BLABBERING BLISTERS! YOU FOUND THE NAME! BUT YOU'LL NEVER FIND THE DOCTOR'S SECRET CURE FOR MY ILLNESS. FILL IN THE DEFINITIONS, THEN WRITE THE LETTERS IN THE PUZZLE'S MATCHING NUMBER BLANKS! THIS LITTLE DOSE OF BRAIN STRAIN SHOULD LAY YOU UP LONG ENOUGH FOR ME TO LOSE MY GREATEST PAINS... YOU! HA! HA! HA! HA! HA! HA!
1. A baby bear. ___ ___ ___ 7 2 12
2. To boast. ___ ___ ___ ___ 3 1 6 11
3. Horses eat this. ___ ___ ___ 8 13 5
4. Candy flavor, pepper ___ ___ ___ ___ 4 9 10 14
1 2 3 4 5 6 7
8 9 10 11 12 13 14

AWK! THE PAINS ARE BACK! BUT THE DOCTOR TOLD ME WHAT TO DO IF THIS HAPPENED. HE SAID THE BEST WAY TO DROP PAINS IS TO TRY THE OLD DROP-A-LETTER REMEDY. TRY A TASTE OF THIS PUNGENT PUZZLE AND BE PREPARED TO BE A PAIN OF THE PAST! YUK! YUK! YUK! YUK!
1. A spoiled child is a _____. Drop a letter and catch a _____.
2. A girl getting married is called a _____. Drop a letter and go for a _____.
3. If you want to sweep use a _____. Drop a letter and go to your _____.
4. Chills run up and down your _____. Drop a letter for a tree called _____.
5. When you're thirsty get yourself a _____. Drop a letter for a skating _____.
6. Soap and water will get you _____. Drop a letter; you're not fat, you're _____.
SKULL SCARS! YOU VENOMOUS VERMINS SURVIVED MY PAIN-KILLING PUZZLE! THE DOCTOR SAID THE BEST WAY TO GET RID OF MY ANGER IS WITH A CROSS WORD! HOPE THIS IS WHAT HE HAD IN MIND! HA HA HA HA HA!
1 2 3 4
1. When Mobida wants something he'll just _____ for it.
2. Put wheels on his coffin and Morbida will take you for a _____.
3. Morbida always subtracts blood, he never _____ it.
4. Dracula is a good vampire, but Morbida is the _____ one.
BAT FAT! NONE OF THE DOCTOR'S PAIN-KILLERS WORKED! I'VE KNOWN YOU LONG ENOUGH TO KNOW THAT YOU'RE THE KIND OF PAINS THAT KEEP COMING BACK AGAIN AND AGAIN! SO NEXT MONTH I'LL HAVE A NEW BATCH OF MEDICINE THAT WILL KEEP ME OUT OF THE REACH OF CHILDREN! SO LONG, SICKIES! VISITING HOURS ARE OVER, SO GET LOST!!
VAMPIRE VENOM
BAT FEVER PILLS
END

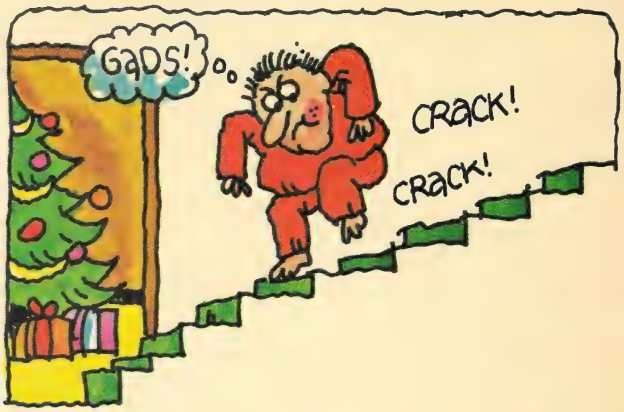
Illustration/Arthur Friedman

ANSWERS ON INSIDE BACK COVER

BUMMERS

Join the Group Gripe by sending in your own pet peeve. A DYNAMITE artist might just pick your idea to illustrate! Mail all cranky suggestions to: DYNAMITE, 50 West 44th Street, New York, N.Y. 10036. We'll pay $5.00 for every gripe we use.

Don't you hate when you send out 20 Christmas cards to your friends and you receive only 3!



Don't you hate stepping on all the creaky stairs when you're peeking at your Christmas presents.
David Wilkey, Bluffton, IN

Don't you hate when you've dropped all your Christmas cards in the mailbox and you realize you forgot to put the stamps on them!

Don't you hate when you get a new sled for Christmas and there's no snow!

Don't you hate when you sit on Santa's lap, and he gets a cramp!

Don't you hate when you stand under the mistletoe and nobody wants to kiss you!

Illustration/Jared Lee

Good Vibrations

Thank you for all your letters. I hope that you have found some of my advice useful to you. Please write and let me know.

"I'M ADOPTED..."

Dear Dr. Kernberg,

I am adopted and sometimes I think my father doesn't love me as much as my brother and sister. I try to talk to him about it, but I just don't have the nerve. Sometimes he blames me for things I didn't do, and it makes me want to run away. Please print my thoughts and help.

S., New York

Dear S.,

Don't worry, you are not alone in your feelings. Did you know that there are at least two million adopted children in the U.S.A.? Many of them sometimes feel that their parents don't love them as much as their brothers and sisters—especially if the other children aren't adopted. But here's something else to think about: most children who are *not* adopted have the very same feelings! It's natural to wonder sometimes if your parents love you as much as your brothers and sisters. There are many reasons why children often have these doubts. Being adopted may make you feel as if your feelings are different from everyone else's, but that's not true. If you have trouble talking about these things with your parents, have a talk with your best friend. You may be surprised to find out how much you have in common!

"I BITE MY NAILS..."

Dear Dr. Kernberg,

I am 10 years old and I have a terrible habit of biting my nails. I don't know why I do it. Half the time, I'm not even aware that I'm doing it. My nails look so terrible. Is there anything I can do to control this habit?

M., Michigan

Dear M.,

A lot of people bite their nails; in fact one out of every twelve adults is a nail biter. It is not a serious problem, but it can bother you. Nail biting is usually caused by tension or worry. Try to figure out what is causing you to do it. Do you bite your nails more in school, for example?

Then maybe you can get your parents or a friend to help you to stop. Work out a system of rewards. Get them to agree to do something nice for you each time you go a whole day without biting your nails. Or if you have a friend who is also a nail biter get him or her to work with you on a system of rewards. But no punishments please.

Dynamite readers, have you got any good systems for fighting nail biting? Let me know about them, and maybe I can pass them along. Also, I am always glad to receive your suggestions on any of the problems in Good Vibrations. You can write to me, Dr. Paulina Kernberg, at *Dynamite*, 50 West 44th St., New York, NY 10036. (Sorry, no answers by mail.)

Tape a Chance!

You can win one of these Dynamite 8 tape players from Panasonic. Just fill out this questionnaire and send it to:
DYNAMITE
50 West 44th St.
New York, NY 10036

We'll put all the questionnaires together and then we'll pick out five lucky winners at random. Void where prohibited by law.

Name _____

Address _____

Town _____ State _____ Zip Code _____

My age is _____ I'm in _____ grade

I get Dynamite in school _____ I have a subscription to Dynamite _____

Now answer these simple questions:

1. How many times (roughly) have you bought Dynamite before? 1

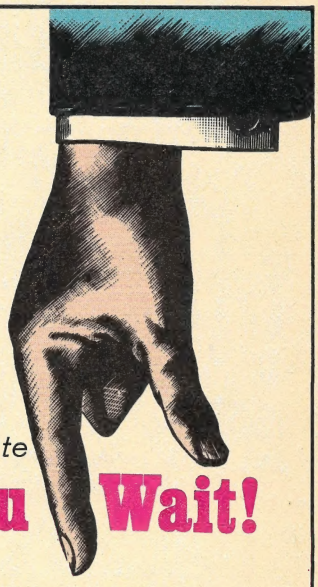
2. Have you ever tried, bought, or made anything that you read about in Hot Stuff? 2 or 3

3. Do you cut out the things on the back cover of Dynamite? Sometimes _____
Usually ✓ Never _____

4. What are your 3 favorite TV shows? Mash Stog

Now it's time for our report card. Grade the following articles. Give 4 points for great, 3 for good, 2 for just so-so, 1 for pretty bad, and 0 for forget it!

The New Men in MASH 3
Foto Funnies 4
Magic Wanda and Doug Henning 4
A Trip in a 747 0
Checker It Out 0
Harlem Globetrotters 0
Dr. Poodle's Almanac of Useless Information 2
Young Olympic Champs 0
Dynamite Crazy Cards 2
Poster 4
Checker Set 4
And Now a Word From Our Sponsor _____
Calendar 4
Hot Stuff 2
Super-Heroes Confidential 0
Count Morbida 4
Good Vibrations 3
Arrow Book Bag 0



Here's Some Inside Stuff About Next Month's *Dynamite*

Just You Wait!

Cher: Behind the scenes with TV's biggest star.

Star Trek: All about the show and the fans who keep it alive. Plus the latest scoop on the possible return of the show that will not die!

Space Creature Makeups that you can learn. Make yourself look Mars-velous!

Plus **Julius Erving:** Dr. J makes a house call and *Dynamite* is home!

Gunther Gebel-Williams: He may be the bravest person in the world—he's the world's greatest tiger tamer!

The Latest Fashion Craze: Wear your heroes.

And, laughs, comics, and lots, lots more!

The Arrow Book Bag

It's sneak-preview time again as *Dynamite* peeks into the Arrow Book Bag for the top coming attractions on Arrow's January list.

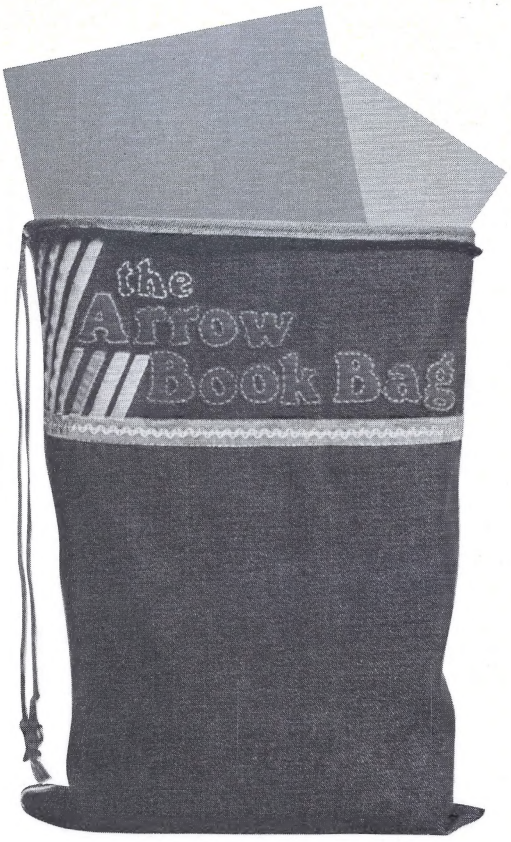
Watch for THE RUNAWAYS—a really good book that's all about Smiler, a kid who's running away from reform school, and Yarra, a beautiful cheetah. The friendship that keeps them together will keep you reading chapter after chapter until you've got the whole story. *The Runaways* was also a TV special—it was, as they say, a runaway hit!

Did someone say TV? All your favorite TV shows and stars are in TV'S TOP TEN SHOWS AND THEIR STARS. *The Six Million Dollar Man, M*A*S*H, Good Times,* Arrow gets them all on, and you can get this screen gem from Arrow in January.

What else is really happening in January? That's right. It's the height of the basketball season and Arrow is ready to go one-on-one. ALL-PRO BASKETBALL STARS 1976 is one book that covers all the great players: Dr. J, Tiny Archibald, Bob McAdoo, and of course *your* favorite player too!

Speaking of favorites, a real *Dynamite* favorite is on the January Arrow list. It's called MRS. FRISBY AND THE RATS OF NIMH. One thing's for sure about this book, you've never read one quite like it before. It's a kind of mystery that's kind of strange and kind of funny but serious too—oh well, you'll just have to order it next month and see for yourself.

Even if rats do come to Mrs. Frisby's aid, they're still not most people's favorite animals—but what about horses? Almost everyone loves horses and *everyone* loves a really good horse story like WINTER PONY. It's the story of a pony who finds a warm winter home, but who may be out in the cold when spring comes around. The events that lead up to spring are a bit chilling, but the ending is heartwarming, we promise!



Our spies over at the Arrow Book Club tell us that there's a lot more on the January list. SHARKS is one book everybody's been jawing about, and PUZZLE POWER is positively perplexing! But you'll pick your own personal favorites when you order your Arrow books next month. Let us know which ones were really winners and we'll pass along your suggestions the next time we peek into the Arrow Book Bag!

ANSWERS TO COUNT MORBIDA'S PUZZLE PAGES

Vampire Doctor's Name

Carcass Wellbee, M.D.

Doctor's Secret Cure

Rub my aching bat.

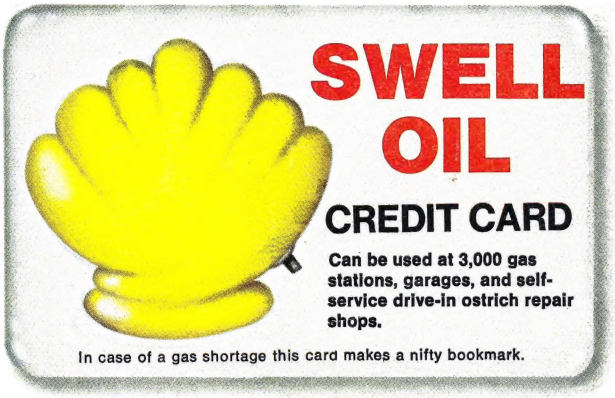
Drop-A-Letter Remedy

1. Brat; Rat
2. Bride; Ride
3. Broom; Room
4. Spine; Pine
5. Drink; Rink
6. Clean; Lean

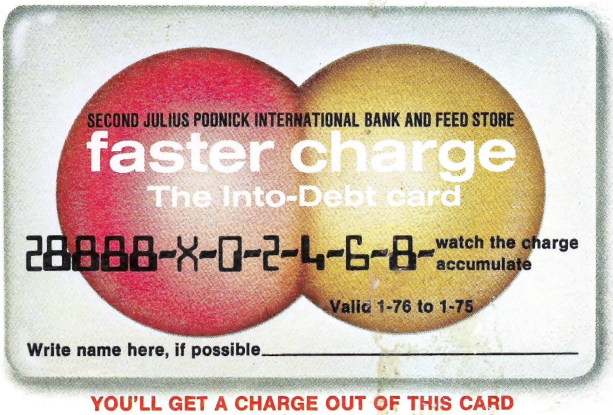
Pain-Killing Puzzle

1. Grab
2. Ride
3. Adds
4. Best

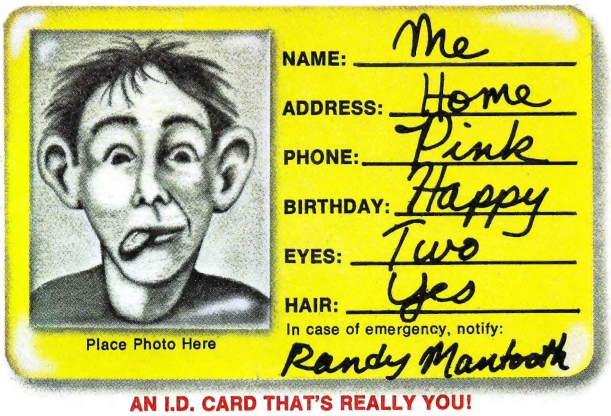
Crazy Cards


SWELL
OIL
CREDIT CARD
Can be used at 3,000 gas stations, garages, and self-service drive-in ostrich repair shops.
In case of a gas shortage this card makes a nifty bookmark.

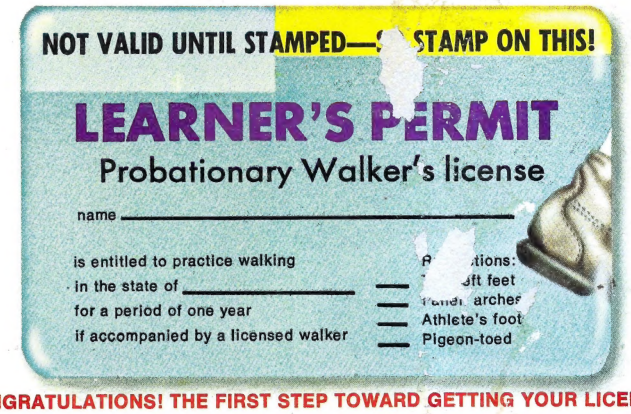
THIS CREDIT CARD'S A GAS


SECOND JULIUS PODNICK INTERNATIONAL BANK AND FEED STORE
faster charge
The Into-Debt card
watch the charge accumulate
Valid 1-76 to 1-75
Write name here, if possible

YOU'LL GET A CHARGE OUT OF THIS CARD



AN I.D. CARD THAT'S REALLY YOU!



CONGRATULATIONS! THE FIRST STEP TOWARD GETTING YOUR LICENSE!

Here's your chance to get into the card game and show the world what a big deal you really are! Cut out the cards and fill in the blanks with the necessary information. But don't lay all your cards on the table—put them in your wallet and let everyone know that you're a card-carrying Dynamite Kid!

DYNAMITE
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ENGLEWOOD, NJ 07631